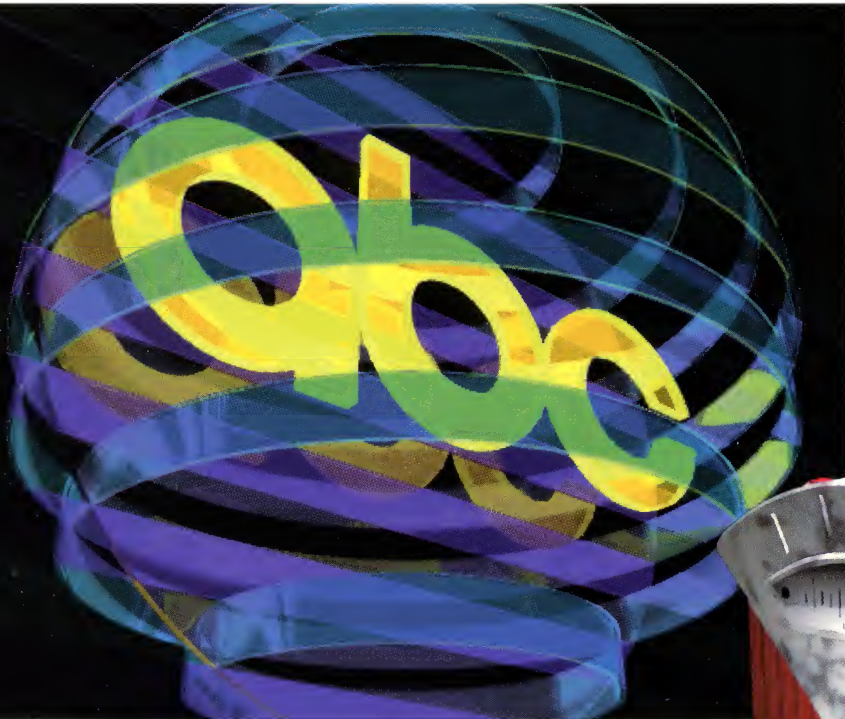


STRATAVISION 3d. SOPHISTICATED GRAPHICS AS SIMPLE AS ABC.



Client: ABC Entertainment/Mark Zakarin. *Producer: Marks Communications Inc. Creative Director: Harry Marks. Designer: Dale Herigstad.



Producer: KCA Architects. Designer: Colin Cathcart. Client: Chess King.



Producer: Design Edge. Creative Director: Chipp Walters. Designer: Mark Kimbrough.

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MacUser 5/90

*The ABC image, produced by Marks Communications Inc., used STRATAVISION 3d to preview and storyboard concept, and was not used as final broadcast animation. Macintosh is a registered trademark of Apple Computer, Inc. Strata and STRATAVISION 3d are trademarks of Strata, Inc., 249 E. Tabernacle, Suite 201, St. George, Utah 84770.

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Ever since we introduced STRATAVISION 3d, designers, illustrators and architects have been transforming their ideas into great images. Now you can do the same. You'll find STRATAVISION 3d's modeling, scene composition and rendering as simple as point-and-click. Yet our image quality is what you'd expect from expensive graphic workstations. Produce detailed pictures of objects and scenes with shadows, textures, reflections, and with a photo-realistic quality you thought wasn't possible on the Mac. Whether you're rendering a small appliance or a large aircraft; creat-

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STRATAVISION 3D



Artist: Jon Watson; image modeled and rendered entirely in StrataVision 3d.



*Artist: Dale Herigstad Producer: Harry Marks



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StrataVision™ 3d version 2.0 will offer users powerful new modeling tools, improved rendering speeds, and linked object animation. Version 2.0 is a significant upgrade you won't want to miss. * Available 1st Quarter '91


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*StrataVision 3d created the NBC image for animation storyboards.

StrataVision 3d v2.0 specifications:

Object Creation

- Full & Partial Lathe
- Extrude with edge beveling
- 3-D Object Primitives
- 2-D Drawing Tools
- Modeling Extensions
- Surface Sculpting

Draw Tools

- Rectangle & square
- Ovals & circles
- Free-form shapes
- Regular & irregular polygons
- Text (ATM & System Fonts)

3D Tools

- Sphere
- Cone
- Cylinder
- Cube/Rounded Cube
- Extensible Primitives

Other Tools

- Rulers
- Numerical Input (optional)

Object Transformation

- Position
- Rotation
- Stretch
- Scale

File Importation

- DXF
- IGES
- Super 3D text
- Swivel 3D
- MiniCad+
- PICT
- EPS
- Import Extensions

Light Sources

- Spot*
 - Point*
 - Directional*
- *Unlimited Number

Animation

- Linked objects
- Multiple cameras
- Attribute metamorphosis
- Smooth spline paths
- Hierarchical paths

Rendering Types

- Shaded working views
- Raytracing
- Phong Shading
- Gouraud Shading
- Flat Shading
- Wire Frame

Rendering Options

- Smooth shading of all objects
- Atmospheric Fog
- Shadows
- Roughness
- Reflectivity
- Transparency
- Refraction
- Emissivity
- Specular Highlights
- Transparent Shadows
- Diffuse Reflectivity
- Image Mapping
- Bump Mapping
- Transparency Mapping
- Reflectivity Mapping
- Emissivity Mapping

File Export

- DXF
- PICT
- TIFF
- RIB-RenderMan(optional)

System Requirements

- Mac SE/30 or II family
- 2.5 Mbyte of RAM
- System 6.0.3 or better
- 32-Bit Color QuickDraw

Price - \$695